Zane Riley is a San Francisco-based product designer.

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Proficiencies

HTML & CSS
SCSS, Post-CSS
JS / JQuery / Angular / React
Gulp / Webpack
Git

Sketch
Illustrator
Photoshop
Invision / Lookback.io
Atom

Personal

Pro-bono design consultant for nonprofit, Days for Girls.

Building indie video game with active, global fanbase.

Mariner-level member of the Planetary Society.

Education

B.S. in Mass Communication & Minor in Entrepreneurship
Southeast Missouri State University

Product Designer

Brit + Co   MAY '15 – JAN '17

Executed on every part of the product, from definition to deployment. Responsible for maintaining the short and long term vision of the product.

Conducted user research including card sorts, tree tests, user interviews and usability testing.

Created design system–the visual design, architecture and documentation–that helped the team build better and faster.

UX Designer

Red Letter Communications   DEC '13 – FEB '15

Provided UX strategy for clients through design exercises, user research, user testing and competitive analyses.

Improved workflow by introducing new technologies and processes to team: design thinking and exercises, CSS preprocessors, linting and more.

├─ Digital Strategist   FEB '13 – DEC '13

└─ Digital Content Producer   DEC '11 – FEB '13

Marketing Assistant

Operation Jumpstart   SEPT '11 – JAN '12

Designed digital and print marketing material for award-winning microenterprise program to assist aspiring entrepreneurs, especially women and people of color.